This universe is centered around the exploits of Billy, a dimwitted, happy-go-lucky boy; Mandy, a cynical, cunning and merciless girl, and Grim, the Grim Reaper who is often tormented by the duo. After cheating at a limbo match against Grim he is enslaved in a permanently unwanted friendship with the children. As the time passes, he gradually adapts to the new life. The kids use Grim's supernatural abilities and powers to venture into supernatural locations or environments and to achieve goals or desires for themselves, often with twisted results. You are now part of that universe! Congrats.
You have **[1000cp]** to spend

Ah, memories, what precious things memories are. Would you like some? Of course you would. How would you exist in this world if you didn't have any?

ORIGINS

Drop in [0] You have no memories, no past, no friends. Nothing. It's like you don't even exist. Maybe that's a good thing. Maybe not.
Age: [Roll 1d8+27]

Idiot [0] You were born a GENIUS! With a Short attention span, poor decision making skills, happy go lucky attitude, and a fear of clowns and spiders you were destined to be stuck in the 2nd grade. You're an easy target for bullies as nobody expects much from you.
Age: [Roll 1d8+7]

Reaper [300] The Grim Reaper, a privileged title, role and position within the Underworld. You collect the spirits of those whose time has come and escort them to the 'other side'. You were chosen to carry such title at a young age. Gifted with the Reaper's Scythe you began your career in reaping the souls of the living. You're well known in the Underworld.
(Optional) [0] Instead of that bag of meat you call a body, you can be spooky skeleton. You'll have complete control of your bones and be able to function both as a complete skeleton or independently as individual bones. Obviously you won't need food or water, but you'll still feel the need to do such things.
Age: [700+]

Underworld Monster [100] An ordinary inhabitant of the Underworld. You've lived a long life and are naturally stronger than the average human. You know quite a number of monsters as you lived here all your life. You might have claws, a beak, a weird butt, anything really. All I know is that you're pretty ugly according to human standards, and probably smell bad.
Age: [100,00+]

LOCATION

1.Endsville
Endsville is a town in the USA where havoc and mischief occur sometimes due to its simple minded inhabitants. It is frequently plagued by supernatural activity. The grim reaper has recently started living here. He has been spotted numerous times following two little children around town.

2.Detroit
Something about underpaid overworked seamstresses in a broken down factory. It's just a dreary place here. Its best if you get out of here as soon as you can.

3.Center of the Earth
The Center of the Earth is filled with lava and pointy rocks that can squish anyone, it’s also the home of a lonely demon named Nergal. Nergal defines the center of the earth as a lonely place where you can't make friends, something he’s been longing for, so it may not be easy to leave. If he let's you that is. Which he won't.

4.Toadblatt's school of sorcery
Owned by Toadblatt! It's a place of wizardry. Many students come and study here for the summer. Maybe you’ll meet that one nerdy kid with the weird scar on his forehead.

5.The Underworld
It is a fiery, nearly barren land of death that is mostly covered with lava. Demons, monsters, and all other evil species reside in the Underworld. However, some areas have a more modern take, and resemble monstrous cities. Society here is surprisingly very modern.

6.Level 9
Formerly known as The Plane of Eternal Suffering. When last seen, no one other than Lord Pain, the residence ruler, was seen living there, since, according to him, everyone got mad at him for breaking things too often, and left as a result.

7.Bunny Island
Currently owned by the villain group Evil Con Carne it’s their main base of operations. I heard that they've fallen into a rough patch and may be selling the island soon.

8.Free choice
Lucky you, pick anywhere from this list to start in!

Here's some things to make your 10 years here a bit more bearable. You'll need it. Trust me.

PERKS
(All origins receive their **50** perk for free and **50%** discount on the perks in their tree)

***Cartoon Logic (mandatory, works only for this jump)** Sometimes the show is linear, sometimes it's not. Sometimes something world ending happens, the next day everything is ok. Don't try to find logic within this universe, just roll with it. Anything negatively affecting you or your companions, barring death and/or enemies, will be gone the next day.

***Land of the Dead [50]** Sing like the dark cabaret artist Voltaire! With this perk you'll be able to put the stories of your adventures into a song in a 60's style with a soft rock - type sound to it.

***Random sound effects [50]** You can produce noise to go along with any actions. Monkey noises, quacking noises, nonsensical noises, Any random noise really. Go nuts. You can toggle this ability on and off.

***Yogurt Powers [50]** Shoot your choice of flavored yogurt out of your armpits. Comes with a brightly colored superhero suit. You also gain bulging muscles, little strength boost. Optional squeaking whenever you move for free.

{DROP IN}

***Everyday I had to Deal with... [50]** (Free drop in) It's almost impossible to get any type of reaction out of you. No matter how stupid or insane things might get you'll always have a straight face.

***I'm Your Worst Nightmare [100]** You don't have nightmares because you are the nightmare. Your very presence instills fear into anyone in your way. Your stare weakens the resolve of those weaker than you. With a few chosen words you could scare anyone away.

***I'm Not Above Cheating [200]** Solve your problems through others to turn events into your favor. You know how to exploit the mental and emotional weaknesses of your enemies and use it to your advantage.

***Don't Touch Me [300]** Fight off unwanted attention with physical force. You're strong enough to overpower most humans and even some large monsters. Mix in some martial arts and you're practically a one man army. Those who try to dominate you will find themselves being dominated by your frightening willpower.

***I Always Win [400]** You can plan things perfectly to circumvent undesirable events in your future. Need to sleep for a big test tomorrow but you know two buffoons are going to keep you up all night? You already planned to sleep in the doghouse and paid someone to be your dummy. Always be one step ahead of your enemies and outwit them in their own games. When someone has wronged you you can come up with the best plan that will humiliate them.

***You Little Tyrant! [600]** You know the quickest and most efficient way to get to the highest position of society. Beating all of your opponents out of the competition with a cold iron fist. All those below you stand in respect of your greatness. You know how to weed out the weak and destroy revolts from the inside. You're also a great strategist and leader, the armies you lead fight longer and harder in honor of your name.

{IDIOT}

***Mucus [50]** (Free idiot) You can produce a disgustingly huge amount of snot that is sticky, wet, and surprisingly a good alternative for glue.

***Temporary friends [100]** Make acquaintances fast and friends even faster with anything and everything. You always find that whoever or whatever you're trying to be friends with has a mutual liking to something you also like. By spending some time with them you'll find something about them you like and vice versa. This won't stop anyone from stabbing you in back or using you for their own agenda. This ability is limited to anything you do not fear.

***Everything Breaks [200]** You're real good at breaking things. It's like second nature to you or sometimes you go into an insanity induced rage for apparently no reason. Let out all those repressed feelings! Whatever it is you'll find a way to make it unusable until it's fixed again. You can't break something that's unbreakable.

***Stupid Brain [300]** It's impossible for anyone trying to control your brain to do so successfully, it usually ends doing the opposite of what the other person wants. Somehow you're able to understand nonsense even if there is nothing to understand.

***Stunt Monkey [400]** Boy, you're either really oblivious or courageously stupid. You dive butt first into danger without thinking. You're good at making distractions, helping anyone get out or away from danger. You can taunt or annoy your enemies into a blinding rage directed at you and buy enough time for your companions to escape or set up an elaborate trap to capture the enemy. You could potentially end things in a non-violent way if you put some thought into your actions.

***He's Always Fine [600]** How you are still alive is beyond me. Somehow you always find a way to get yourself in trouble, but no matter how much danger you find yourself in you almost always turn up somewhat intact. Your enemies rarely check to see if they've finished the job, mortal wounds aren't as deadly as they should be, allies you've made show up and help just as things get hairy. You're real lucky kid.

{REAPER}

***Manual Labor [50]** (free Reaper) You are really good at doing menial work such as cleaning, mowing, doing everyone else's chores, being used as a footstool, etc. You would make a great ~~slave~~ friend.

***Booming Voice [100]** You're voice resounds like thunder, gathering the attention of everyone as soon as you burst into the room. The ground quakes at your tremendous voice. You can summon fires to roar behind to enhance your frightening performance. You can let those same fires dance in your eyes scaring the poor souls foolish enough to stare.

***Supernatural Possessions [200]** You got quite the sense as to where supernatural objects may be. Cursed objects and magical artifacts come into your possession more easily as people tend to trust you more with powerful and dangerous objects. You always have some general knowledge of what they do and what they might be capable of.

***Animation [300]** You can give life to the dead or inanimate objects. They're not the brightest of beings at first, usually having a one track mind or an immature or child-like personality, but with time and care they'll advance in intelligence.

***Undead Connections [400]** You have a natural connection to the afterlife, being able to cross into it and back at anytime. You can summon anyone who is dead to your side for a short amount of time. If they will help you depends on who they are and how much they like you.

***Master of Life and Death [600]** Being the Grim Reaper comes with some big responsibilities. You are able to extend or shorten someone's life.They won't grow older, younger, or immediately die by doing this. The lives you shorten, death will come easier to them, the lives you lengthen, the harder it is for them to die. Once you've made a change to their fate you will be unable to interfere with their life anymore. You can be challenged to stop this effect from happening. You can not use this ability for personal gain. Immortals are immune to this effect.

{UNDERWORLD MONSTER}

***Scary-O [50]** (free underworld monster) *Scary-o scary-o, i'm scared but not very though, scary scary scary-o, i'm not scared from head toe. Well i'm scared, not very though.*
Most things don't scare you, at least not as bad as they should.

***Iron Stomach [100]** You are able to swallow things whole. You may suffer a bit of indigestion, but it quickly goes away. Your digestive system is capable of quickly digesting the inedible and rotten.

***Yo face is a face that only yo mama could love! [200]** You're a freak. Your normal face scares children and most adults, making them run away or pee in terror. Sometimes even both. But this a whole new level of freak! Behind that ugly mug of yours is a form so hideous and disturbing it drives most humans to insanity.

***Nergal's Gift [300]** A small gift from a demon seeking friendship. You can sprout 8 black tentacles from your back and control them individually, electrocuting anyone you please with them.

***Endless Nightmares [400]** With this power you are able to enter dreams or give those who sleep endless nightmares that will slowly wears away their sanity and mind.

***Mummy-Vampire Hybrid [600]** Somewhere in your family tree there was a mummy and a vampire and now you're half mummy and ¼ bloodsucking vampire. You have some wack genes yo. Due to your vampire half you can dent steel, transform into a bat and fly. The mummy part of you gives you the ability to control bandages wrapped around your body, and control dark energy. You gain a cool looking mummy-vampire costume to transform into yo.

Here's some junk I found floating around in a trunk somewhere. The original owner probably won't miss anything here.

ITEMS
(All origins receive their **50** item for free and a **50%** discount on the items in their tree)

-Sassy Cat Doll [50] (free drop in) Sassy Cat is a female cat whose cheerful nature has conquered the hearts of Endsville girls and even some boys! You are now the proud owner of one of her dolls! ...sissy

-The Mask of the Beast [100] (drop in) Those who wear this mask must be kind and nice, or else every act of unkindness will cause the mask to transform the wearer into a monster, step-by-step.

-Thromnambular [300] (drop in) A talking wishing skull that grants 9 wishes. Any wish from him will hurt you greatly in some way. Except for unwishing. You'll definitely die if you aren't careful. After the 9th wish the skull will disappear forever.

-Tangelos [50] (free idiot) Clowns hate tangelos. Trust me. Do you want them to be the dominant species? Do you want ultimate evil to take over the universe? Take these 12 dozen boxes of tangelos before they destroy us all!

-A Box of Chocolate Sailor [100] (idiot) A refilling duffle bag of chocolate sailors. Eat enough of these and you'll turn into chocolate. Find some choco-holics and create a crew of chocolate people. Be mindful, they just might eat themselves. Comes with another box containing the chocolate antidote to reverse the effects, and 3 other flavors: Caustic Caramel Cream, Horrific Hazelnut, and Mutating Marshmallow. Eating all 4 will make you explode into big chocolatey mess. Any body parts missing after taking the antidote do not regenerate unless they are gained back through other methods.

-A Giant Spider Egg [300] (idiot) I hope you like spiders. Once hatched it will imprint on you and grow to full adult size within the hour. Strong enough to lift a car, capable of human speak, poisonous venom in it's fangs, shoots sticky spider thread from its butt. No matter how many things you throw on it it gets right back up. It won't be easy to crush this bug. Beware of spider-pox. For **100cp** more get an arachnotaur instead. It may be the cow species or the human species. Counts as a companion.

-The Grim Reaper's Robe [100] (reaper) A black hooded robe with pockets on the inside. The inside of it is red. Silky soft and repairs itself if ripped or torn. It resizes itself to fit any form. While wearing this robe you will give off an aura of death and despair.

-Magical Trunk [200] (reapers) In this trunk lies a portal to a near infinite amount of storage space. Store a menagerie of sinister, evil, and, dangerous magical/cursed objects for safekeeping. Maybe even store a large monster or two. Unfortunately it’s easy to get into. Locks just don’t work on it. Even magical ones fail to conceal this container.

-The Reaper's Scythe [600] (free for reapers) An Underworld object of enormous magical strength and power. All the most prominent of a Reaper's powers stem from this scythe. A Reaper is dependent upon their scythe for his powers and is usually rendered powerless without it. It has the ability to cut through anything, anything that has been cut by the scythe's blade can never be repaired, can be used to open rifts to different places and enhance spells/curses. The scythe's blade can also be used to give off light,shrink/grow things, deflect energy blasts and put up protective barriers.

-Nachos & Frozen yogurt [50] (free underworld monster) An unlimited supply of nacho making ingredients and a frozen yogurt machine that can put out 15 different flavors. This would make a certain elephant pig monster very happy. Yes.

-Underworld's True Heart Camera [100] (underworld monster) Photos taken with this camera reveals the essence of who you truly are. It exposes your darkest truths. It starts out as a normal photo, then slowly transforms into who you truly are.

-**Apple of Discord [300]** (underworld monster) Property of Eris, the goddess of discord and chaos. This apple is the source of all her chaotic magic. With a simple toss it'll change into something random that will cause complete chaos.You only get 3 tosses each week. After tossing it, the apple will reappear in your hand after the chaos it caused ends.

-Left hand of Horror [600] The most frightening object in the universe! This hand makes you face your deepest fear and brings it to life. By conquering your fear it will allow you to wield it and become the scariest being alive! Does not work on those already living in their fear. Has a conveniently placed on/off switch on the bottom of it.

It sucks being all by yourself don't you think. So why not take someone with you!

COMPANIONS

Billy and Mandy [100] Really? You actually want to take these two with you? A no nose, evil little boy and a snot nosed idiot. Well alright, have fun with your never-ending nightmares. Here's a bit of information on your new companions:

*Billy is a complete moron, he sometimes has random bursts of cleverness and cunning, especially when he wishes to attain his foolish desires. Although good-natured and happy-go-lucky, he has occasional fits of stubbornness, violence, anger, and rage, which shows insanity that even Mandy seems to fear. Billy is the most innocent of the two, he ends up causing the most problems due to his irrational and often impulsive choice of actions, usually by deliberately doing what the others expressly told him not to do.

*Mandy is cold-hearted, bitter, cynical, merciless child who behaves with far more superiority than many others. She aspires to dominate the planet with an iron fist. Mandy terrifies almost everyone around her, even her parents. While Billy usually gets them into trouble, she is usually the one to get them out of it. Mandy has an intelligence and strength not to be reckoned with. She is able to battle monsters with ease as well as being able to understand complex theories of the world when referring to her intelligence, despite being a child. She also never misses a chance to exploit the stupid, which more or less justifies her attachment to Billy. She never smiles, she never has. She never will. Don't try to make her smile.

The Grim Reaper [100] (Discount if you took Billy and Mandy) An old cantankerous bag of bones with a penchant for evil and the job of being the Grim Reaper.
Grim is a walking, talking, magical skeleton with a Jamaican like accent and a 'friend-slave' to Billy and Mandy. In most cases, Grim seems to prefer being with Billy more than Mandy. Even though he dislikes both Billy and Mandy and often fantasizes about their deaths, releasing him from their company forever, he seems to genuinely care about them both. There have been instances where he's been given a chance to be free from them but ends up not taking it. He is very sensitive to insults especially "yo mama" type insults.

Canon Character [100] (price doubled if character has supernatural powers)
Pick any character from this world and you will meet them, instantly hitting it off. At the end of ten years you can convince them to come along with you.

Companion Import (50 cp each, 200 for 8)
Each companion gets a free origin, except for Reaper, and 500cp to spend on perks and items. To get the Reaper origin they must pay 200cp out of their own budget.

You want more points? Well if that's what you want....BUT BEWARE, YOUR ACTIONS COME WITH CONSEQUENCES AND YOUR CONSEQUENCES EVEN MORE CONSEQUENCES! THAT IS THE CONSEQUENCE OF HAVING MORE POWER.

DRAWBACKS

[+0] Shadows Welcome to the shadow world jumper!
Now, I know that it looks exactly the same but it's not. Well the people aren't. Let me explain, everyone here is the exact opposite from how they normally act in the normal world. The cynical are now sweethearts, sweethearts are more cynical, the idiots even more idiotic, or are they? Oh, be sure not to touch any weird floating doors here ok. Maybe a whole bunch of alternate yous might walk out, maybe not. Don't touch those doors.

[+0] KND Continuity If you've been to the KND jump this drawback allows you to share your time there with your time here. Whatever you did there continues on here. Things might not go the way you expect them to because of this.

[+0] Grim Tales Instead of jumping into the normal universe of Billy and Mandy, you'll be jumping into Bleedman's universe. This universe centers around the two children of Grim and Mandy; Grim Jr., a boy who dreams of having powers and adventures, and his sister Minimandy, a smart girl who simply wishes to love her brother. The both of them go on amazing adventures. Features characters from Danny Phantom, The Powerpuff Girls, The Nightmare Before Christmas, The Fairly OddParents, Samurai Jack, Adventure Time, and more.

[+100] Aw baby, now that's just nasty There's a creepy ghost duck in a helmet following you around blowing raspberries. Now this wouldn't be so bad if anyone else could see the darn thing, but they can't. No matter what you do or say everyone is going to assume that you "played the tushy trumpet", "made a ham blast", "puffed a fluffy" and all that jazz. All because of that stupid duck. Don't expect to have a high reputation here.

[+100] Go Away Take stupidest and most annoying person you know and times that person by 10. That's you. You are the lowest of the low. With an IQ lower than a broom and 2 candy bars it's a wonder how you're a functioning member of society. You're easily manipulated, extremely dim-witted, and slow. I'm pretty sure there's just dust up there. You may be even more stupid and annoying than that Billy kid.

[+100] Sissy You're a real pushover you know. Not only are you highly emotional, you accept all physical abuse given to you, you do almost anything if asked or demanded of you with a smile on your face. Don't worry though you can be quite aggressive if pushed far enough. Sure making them their 2nd favorite kind of cookies will show them how unappreciated you are, but I think your other idea of knitting them an ugly sweater was better.

[+200] Taking Tree This supernatural talking tree loves to steal your stuff and squirrel them away in itself. The only way to get them back is to give something it wants in return. It will most likely be something ridiculously rare and hard to find. After some time this tree will get lonely and eventually try to take you or your companions (if you have any) and keep them for company forever. It is possible to cut or even destroy the tree to get your items back or escape but, after each attempt the tree will grow back stronger and harder to destroy. It remembers every attempt.

[+200] Oh Jumper… You get hurt. A lot. Whether on purpose or by complete accident, you're going to have bone breaking injuries frequently regardless of how durable or strong you are. None of your quick healing or regeneration abilities seem to work either. Don't worry though, if you want, school nurse Pembroke can magically appear and bandage you up. You still won't able to feel your legs or anything else for that matter though.

[+200] Chaotic Goddess A certain chaos loving goddess has taken quite an interest in you and has decided that causing chaos in your life is her most favorite pass time. Your life will be filled with situations that turn chaotic on a weekly basis, you can just barely get them under control before they turn deadly. You'll never figure out that it was Eris behind the whole thing until it's too late.

[+300] BEST FRIENDS FOREVER! Looks like you took one bet too many jumper. Now you're bound for eternity to be friends with Billy and Mandy. Expect to be mistreated, annoyed, and have your powers, items, and warehouse abused and/or stolen on a daily basis. They can and will summon you at anytime they want for whatever reason. As 'friends' you are obligated to do whatever it is that they want. There is nothing you can do to harm them directly or indirectly, every attempt harms you instead. If you do happen to kill them or something you are responsible for kills them that is an instant lose condition.

[+300] F-R-E-D-F-R-E-D-B-U-R-G-E-R Congratulations! Through a contest hosted by your benefactor, Fred Fredburger has won a day with you, for 10 years. You must keep this green elephant, duck, pig thing monster happy and satisfied at all times when he is with you. If your benefactor finds out you've been less than satisfying towards Fred, you'll be in for a nasty surprise the next time you speak. Losing, ditching, or killing him is an instant lose condition. You will be sent home

[+300] Me Scythe! All your powers and abilities are confined to a scythe and without it you are useless. Unfortunately for you it's quite easy to steal, sometimes it might be stolen right out of your hands, granting that person access to all of your powers and more. It's so easy to steal that a turkey salad sandwich, hold the mayo, could take it without you noticing. Attempts to steal it will happen at least twice a week, with a high chance of success. Most will use it for some idiotic motive which will cause tremendous damage you'll have to fix. A select few may use it to conquer the world, and that is a no-no. If someone conquers the world on purpose or by accident with your scythe, it is an instant lose condition.

10 years here have gone by and all the drawbacks you've taken are revoked. Did you go insane? Or did you stay away from Endsville like a plague? Either way it's over, what will you do now?

Stay Oh? So did this place grow on you? Someone tickled your fancy enough to convince you to stay? Or did you just decide to settle. Whatever it may be, it must be good. I have a gift for your new life here jumper, a lil' cerberus puppy just for you.

Go Home Everything was too much was it? You got bored? Well, It's time to go home then. Take your items, your gear, all of your perks, abilities you've collected up until this point and any companions with you. Later jumper.

Move On Enough with this freaky place and it's horrendous characters. It's time to get going. Where to next?

NOTES:
-Pro suffering, no drawback capstone
-drawbacks override perks
-Companions can only take the [+100] and [+200] drawbacks
-if you take the "Best friends forever" drawback you have the option to take Billy and Mandy with you for free
-if jumper decides to not take Billy and Mandy they still might come with anyways, hiding where you least expect them to. How? Who knows. You all are "best friends forever".
-Grim Tales is a lot more dangerous and darker than its original. As Billy died and ended up as a wandering spirit and Mandy being responsible for 9/11.
-If you took Grim Tales drawback and bought Billy and Mandy, Grim jr. and Minimandy will take their place instead.
-Forcefully changing your emotions to make 'Temporary friends' work will only make you violently hate that object/person. Why? Because your inner frat boy said so.
-When cutting something off forever with the Reaper's scythe you must intend the object to stay off for the ability to work
-**Spider-pox:** A contagious disease transmitted from a giant underworld spider.
-Symptoms: Turning into a giant spider
-Cure: The venom of the spider you contracted it from
-Fanwank what Caustic Caramel Cream, Horrific Hazelnut, and Mutating Marshmallow do.
-The Kid Next Door is in the same universe. They stay away from Endsville though...too much freaky things happen there